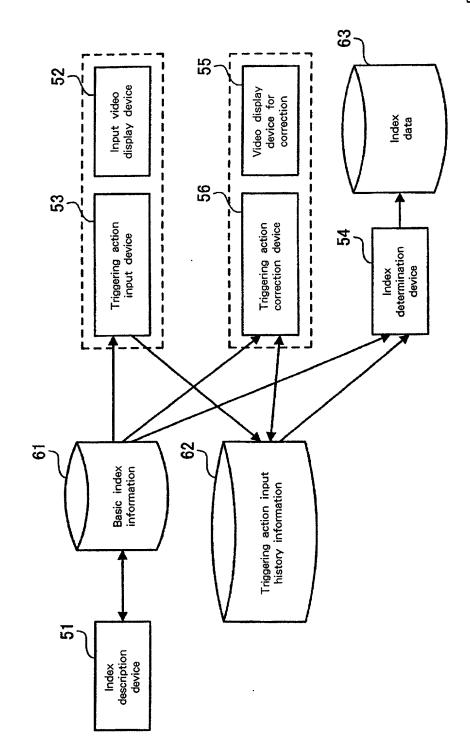


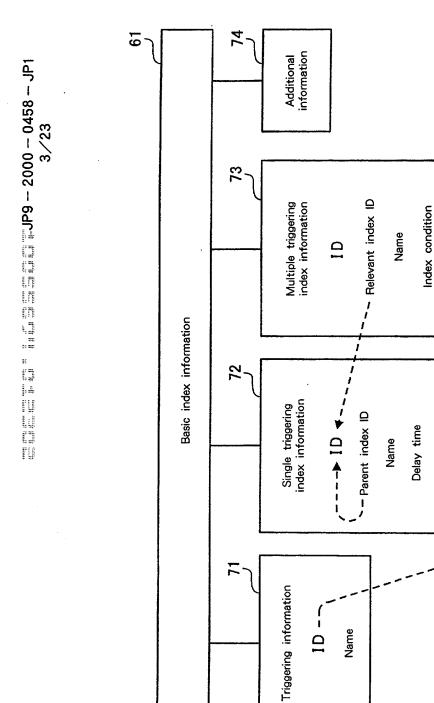
The first f



Starting – time timespan Ending – time timespan

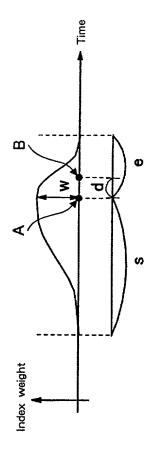
Weight

-▶ Triggering action ID

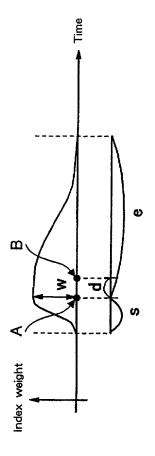


The first constant was the second of the se

(a) Case wherein video preceding a triggering action is regarded as important



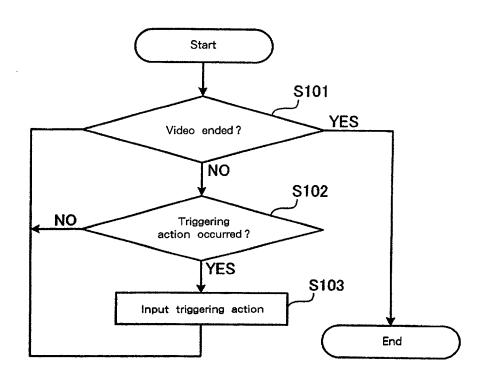
- A: Occurrence of a triggering action B: Input by an index adding person
- d: delay time
- s: starting time timespan
 - e: ending time timespan w: weight
- (b) Case wherein video following a triggering action is regarded as important



riggering information	ſ	Multiple	triggering in	Multiple triggering index information		A	Additional information	tion
ID Name	<u>-</u>	10	ID ReferID Name	Name	Condition 73-1	<u> </u>	ID Name	74-1
1 Pass		-	2	CornerGoal	6 (<10s) 5		1 TeamA	
2 ThroughPass	· · · · ·	7	4	ThroughShoot 2 (<3s) 4	2 (<3s) 4		2 TeamB	
3 Centering								- 7
4 Shoot								
5 CornerKick								

Single triggering index information.

٥	Parent ID Name	Name	Weight	Delav	Start	End	Weight Delay Start End Trigger
-	ı	Pass	· -	0	2s	0.58	1 200
8	-	ThroughPass	. 2	. 0		0.5s	. 2
က		Centering	2	0	2s	0.5s	က
4	ı	Shoot	က	0	s	0.5s	4
2	4	Goal	4	0	v	0.5s	5
9		CornerKick	2	0	0.5s	48	9



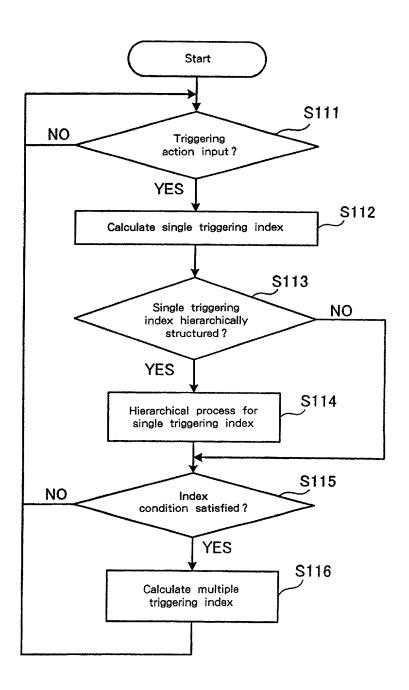
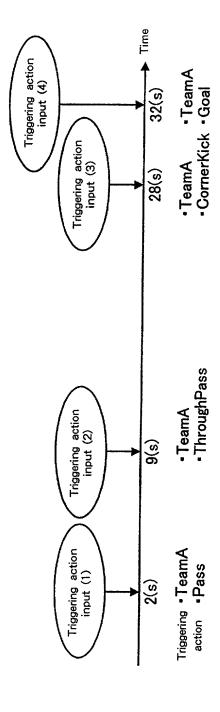


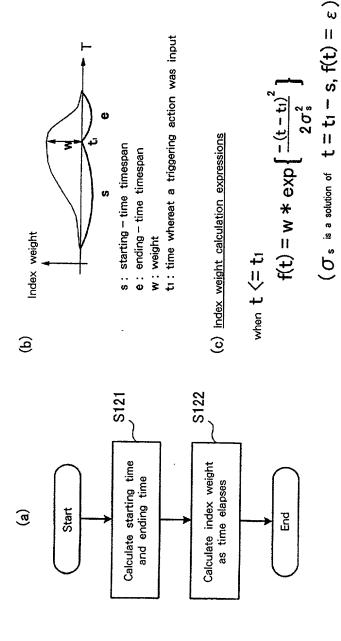
Fig. 7



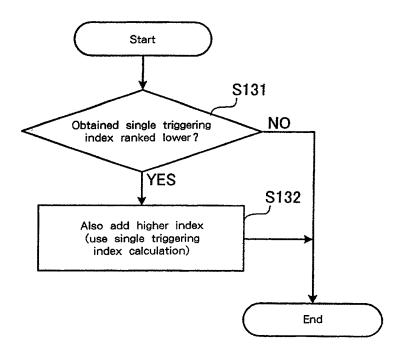
(σ_e is a solution of $t = t_1 + e$, $f(t) = \varepsilon$)

 $f(t) = w * exp \left\{ \frac{-(t-t_1)^2}{2\sigma_e^2} \right\}$

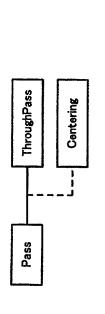
when $\mathsf{t} \mathrel{\gt} \mathsf{t}_1$



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(a) Index hierarchical structure



TeamA, Time A

s1: starting - time timespan ThroughPass action

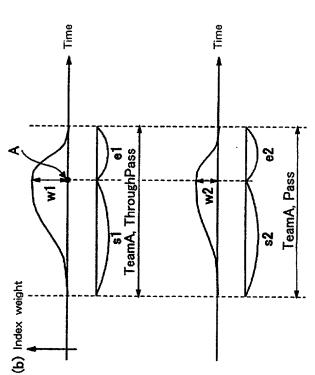
e1; ending - time timespan

w1: weight

Pass action

\$2: starting - time timespane2: ending - time timespan

w2: weight



<u>a</u>

 $at <= t_1$ $f(t) = w1 * exp\left\{\frac{-(t-t_1)^2}{2\sigma_s^2}\right\}$ (c) Index weight calculation expressions when $t \leq t_1$

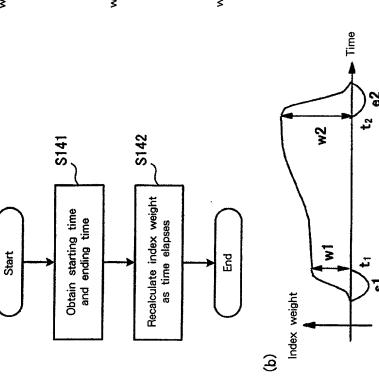
(σ_s is a solution of $t=t_1-s1$, $f(t)=\varepsilon$)

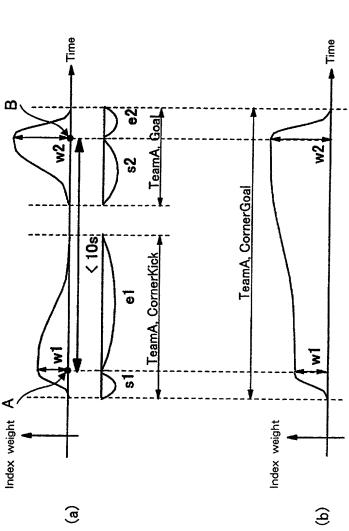
when $t_1 < t <= t_2$ $f(t) = w1 + (w2-w1) * exp \left\{ \frac{-(t-t_2)^2}{2\sigma_m^2} \right\}$

(σ_m is a solution of $t = t_1$, $f(t) = w1 + \varepsilon$)

when t > t₂ $f(t) = w2 * exp\{\frac{-(t-t_2)^2}{2\sigma_e^2}\}$

(σ_e is a solution of $t=t_2+e_2$, $f(t)=\varepsilon$)





Time A **TeamA,**

CornerKick action

s1 : starting - time timespan

e1 ; ending - time timespan

w1: weight

Time B

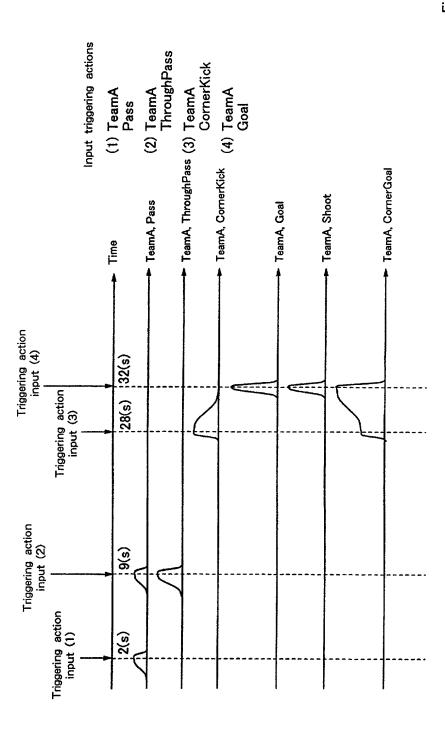
TeamA,

Goal action

s2: starting – time timespan

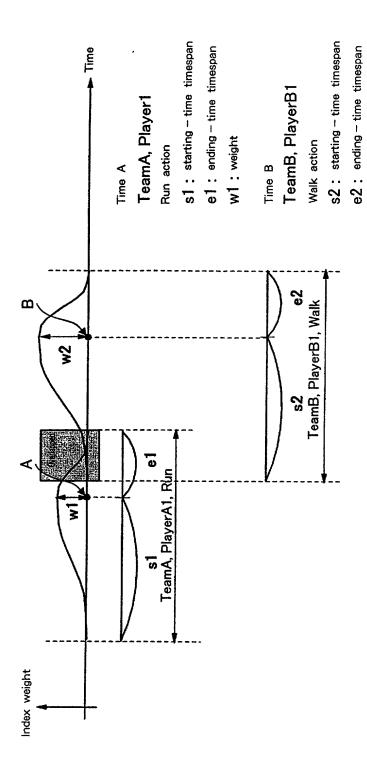
e2; ending - time timespan

w2: weight

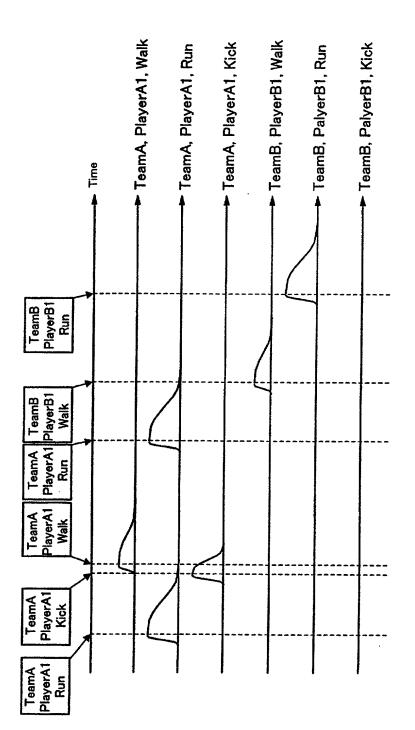


Additional information PlayerA2 PlayerA1 PlayerB2 PlayerB1 TeamA TeamB Name ID Name 73-2 Trigger Refer ID Name Condition End Multiple triggering index information 2s ID ParentID Name Weight Delay Start 0.5s 0.5s 0.5s 0.5s2 Single triggering index information Walk Head Run Kick 71-2 Triggering information Name Walk Head Run Xick Sck က

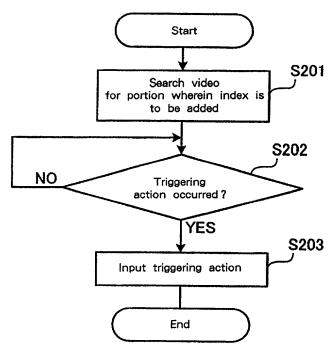
18 for the second contract of the second con



w2: weight



(a) Index addition



(b) Index deletion

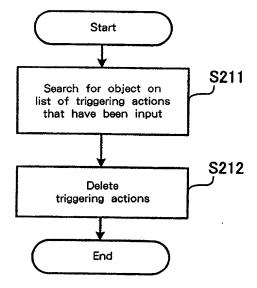
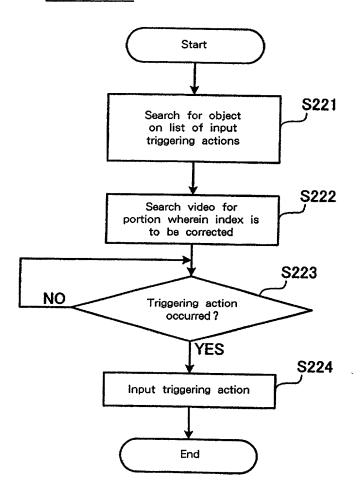


Fig. 18

Index correction



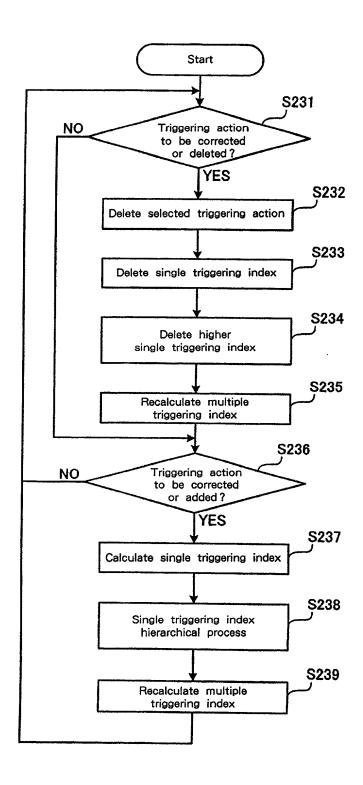
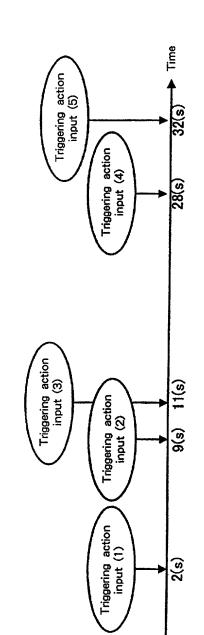


Fig. 20

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41613	Ų.	
í.	7	
31	then that the there is to that the third will will find that the	

ID Name	1 TeamA	2 TeamB		ID Name		2 PlayerT	3 PlayerH							
73-3	<u> </u>		7	2	4			72-3	1					
Condition	3.4	36						Trigger	_	2	ဗ	4	22	
	=	MHomerun 36						End	0.5s	0.5s	0.5s	s	2s	ć
Nam	MFoul	MHŏ						Start	2s	2s	2s	38	4s	4
Refer ID Name	4 +	9						Delay	0	0	0	0	0	c
ID F	7	2						Weight	-	-	_	7	က	7
~ ~ ~							: information	Name	Strike	Ball	Swing	Foul	莹	Homer
Name	Strike	Ball	Swing	Foul		Homerun	Single triggering index information	Parent ID Name	1	ŀ	ı	_	1	ĸ
0		7	က	4	2	9	96			7	က	4	ય	Œ



Input triggering actions

- (1) TeamA,PlayerM Ball
- (2) TeamA,PlayerM Swing
- (3) TeamA,PlayerM Foul
 - (4) TeamA,PlayerM Swing (5) TeamA,PlayerM Homerun

100 mile stress stress

